LISTING OF CLAIMS

1.   (Currently Amended) A video game controller hub, comprising:

means for receiving a plurality of control input sets from a corresponding plurality of video game controllers, each of said control input sets comprising a plurality of control inputs;

means for reducing said control input sets to at least one reduced control input set according to a reduction scheme; said means for reducing said control input sets comprising a configuration interface for specifying said reduction scheme as a mapping of said control input sets received by said video game controller hub onto said at least one reduced control input set provided to a video game console, said mapping comprising a mapping of said video game controllers onto at least one corresponding on-screen entity, said interface operable by at least one user of said video game controller hub to indicate how said control input sets from said corresponding plurality of video game controllers are to be combined to control said at least one on-screen entity; and

means for providing said at least one reduced control input set to said [[a]] video game console;

wherein said at least one each reduced control input set determines an action of [[a]] said corresponding separate on-screen entity; and

wherein said video game controllers collectively control said at least one on-screen entity.

2.   (Cancelled)

3.   (Currently Amended) The controller hub of Claim ~~2~~ 1, wherein said mapping is a one-to-one mapping of said control input sets onto said at least one reduced control input set; and

wherein said controller hub is functionally deactivated and said control input sets are provided unaltered to said video game console.

4.   (Currently Amended) The controller hub of Claim 1, further comprising:

means for combining at least two of said ~~at least one~~ control input_s_ from said control input sets according to a combination scheme.

5.   (Currently Amended) The controller hub of Claim 4, wherein said combination scheme specifies at least one combination procedure applied to at least two of said ~~at least one~~ control input_s_, each of which corresponds across said control input sets; said combination procedure producing a single control input within said at least one reduced control input set.

6.   (Original) The controller hub of Claim 5, wherein said at least one combination procedure is applied to corresponding control input sets in accordance with said reduction scheme.

7.   (Original) The controller hub of Claim 5, wherein said at least one combination procedure is based upon any of:

a vote;

a selection: and

an averaging calculation.

8.   (Original) The controller hub of Claim 1, wherein said on-screen entity comprises any of:

a vehicle;

a character; and

a team.

9.   (Cancelled)

10.   (Original)   The controller hub of Claim 4, wherein said combination scheme is specified by a user of said video game console through said configuration interface.

11.   (Currently Amended) A method for reducing a plurality of control input sets provided from a corresponding plurality of video game controllers to a video game console by a video game controller hub, comprising the steps of:

receiving said control input sets from said video game controllers, each of said control input sets comprising a plurality of control inputs;

reducing said control input sets to at least one reduced control input set according to a reduction scheme; said step of reducing said control input sets comprising the further step of providing a configuration interface for specifying said reduction scheme as a mapping of said control input sets received by said video game controller hub onto said at least one reduced control input set

provided to a video game console, said mapping comprising a mapping of said video game controllers onto at least one corresponding on-screen entity, said interface operable by at least one user of said video game controller hub to indicate how said control input sets from said corresponding plurality of video game controllers are to be combined to control said at least one on-screen entity[[:]] ; and

providing said at least one reduced control input set to said [[a]] video game console;

wherein said at least one each reduced control input set determines an action of [[a]] said corresponding separate on-screen entity; and

wherein said video game controllers collectively control said at least one on-screen entity.

12.   (Cancelled)

13.   (Currently Amended) The method of Claim 11 12, wherein said mapping is a one-to-one mapping of said control input sets onto said at least one reduced control input set; and

wherein said controller hub is functionally deactivated and said control input sets are provided unaltered to said video game console.

14.   (Original) The method of Claim 11, further comprising the step of:
    combining at least two of said at least one control inputs from said control input sets according to a combination scheme.

15.   (Currently Amended) The method of Claim 14, wherein said combination scheme specifies at least one combination procedure applied to at least two of said ~~at least one~~ control input<u>s</u>, each of which corresponds across said control input sets; said combination procedure producing a single control input within said at least one reduced control input set.

16.   (Original) The method of Claim 15, wherein said at least one combination procedure is applied to corresponding control input sets in accordance with said reduction scheme.

17.   (Original) The method of Claim 15, wherein said at least one combination procedure is based upon any of:

a vote;

a selection; and

an averaging calculation.

18.   (Original) The method of Claim 11, wherein said on-screen entity comprises any of:

a vehicle;

a character; and

a team.

19.   (Cancelled)

20.   (Currently Amended) The method of Claim 14, wherein said combination scheme is specified by a user of said video game console through said configuration a user interface.